JUSTICE BEHAVIORAL HEALTH COMMITTEE

9:30 A.M. – 12:00 P.M.

Wednesday, March 12, 2008

Bryan LGH West, Conference Room A

2300 S 16TH St, Lincoln, NE

This meeting is subject to the Open Meetings Act. Information about the act is available by the door.

MISSION

The Justice Behavioral Health Committee's mission is to ensure integration, cooperation, and active communication between the criminal justice system and treatment systems; substance abuse and mental health.

VISION

The Justice Behavioral Health Committee strives for a collaborative working relationship between criminal justice and treatment providers for the ultimate goal of effective competent client care. Our Vision involves educational endeavors, data monitoring, provider competency, and strategic planning.

EXPECTED OUTCOMES

- Safer Community
- Recidivism Reduction
- Risk Reduction
- Effective & Competent Client Care
- Adherence to and expansion of the Nebraska Standardized Model concerning evaluation and treatment of both substance abuse and mental health

AGENDA

- 1. WELCOME & INTRODUCTIONS
 Barbara Lewien
- 2. APPROVAL OF MINUTES
- 3. Membership Vacancy Review

Behavioral Health, DCS
Rick McNeese
Community Corrections Council
Linda Krutz
Consumer
Bruce Prenda, Joel McCleary
Criminal Defense Attorney
Lori Griggs

4. Membership Attendance Report / Multiple Position AssignmentsJerome Barry

5. SUB-COMMITTEE REPORTS

<u>Curriculum</u>- Linda Wittmuss <u>Data</u>- Dave Wegner Provider- Nancy Probst

6. EVIDENCE BASED PRACTICES AND PRINCIPLES DEFINITION DISCUSSION

7. PROVIDER FOLLOW-UP SURVEY

Scott Carlson

8. Co-occurring Mental Health / Criminal Justice Discussion

9. COMMUNITY CORRECTIONS COUNCIL REPORT

Linda Krutz

10. UNIFORM DATA ANALYSIS FUND

Mike Overton

11. PROBATION ADMINISTRATION UPDATE

Ellen Fabian-Brokofsky

12. PAROLE

Cathy Gibson-Beltz

13. JUVENILE REPORT

Terri Nutzman

14. NEXT STEPS / MISSION, VISION, & GOALS DISCUSSION

- 15. OTHER BUSINESS
- 16. Public Testimony

NEXT SCHEDULED MEETING: June 11, 2008

Bryan LGH West Conference Room A